

# WAR STORM

A role playing game based on Henry Darger's  
*The Story of the Vivian Girls, in What is  
known as the Realms of the Unreal, of the  
Glandeco-Angelinnian War Storm, Caused by the  
Child Slave Rebellion*



By Warren Fry

## INTRODUCTION

In this game you play a recently escaped band of child slaves. Your adversaries are the Glandelinians who are trying to enslave you. They are adult men with rifles, horses and canons. Your allies are adults who live in the Christian state of Abbiennia. Gigantic creatures known as Blengigomeneans, or Blengins, roam the wilderness and take sides as they choose.

This game was designed during the afternoon of Thursday August 26, 2010.

It has been left deliberately rough around the edges to catalyze further developement. It may be distributed, altered, used or destroyed in any way you see fit.

## CHARACTER GENERATION

Note the die values, DV (DV 4 = 1d4, DV 6 = 1d6 etc.), next to Cry and Laugh on your character sheet. Choose one of these values to be 10 and the other to be 8. Circle them in pencil or mark them with a token. Name your character. Think of an item your character might have. Write it in the *Belongings* area.

## YOUR CHARACTER

Your Character has 4 traits. *Fight, Play, Cry and Laugh.*  
Lets handle them one at a time.

**Fight:** This is the skill you use to attack, punch, kick, hide, steal, run away, or intimidate someone.

**Play:** This is the skill you use to jump, swim, climb, play games, make someone laugh, heal a wound, chase someone, or make a friend.

**Cry:** This is how sad and angry you are and you use the die value of this trait when you want to use your *Fight* trait.

**Laugh:** This is how happy and thoughtful you are and you use the die value of this trait when you want to use your *Play* trait.

**Wounds:** You receive a wound when you lose a fight. Just mark an X somewhere in this box when that happens.

**Belongings:** You start the game with one belonging; perhaps it's a blanket, kitchen knife, pair of shoes, canteen, flower, diary or flower. The game master and you should decide what special effect this belonging has. It should be something helpful. Mark its effect in the *Modifier (Mod.)* box.



## ACTIONS

To take action in the game your character uses either *Fight* or *Play*. The player must be descriptive about what they want to do. The more animated and detailed their description the better. The game master decides whether this is a *Fight* or a *Play* trait test. The player rolls the appropriate die based on her *Laugh* or *Cry* DV. The game master decides the difficulty (3-4 for simple actions, 5-6 for harder actions, 7-10 for very hard actions and so on). If the die roll exceeds or = 's the difficulty you are successful.

Contested rolls. If someone is doing something opposed to you, like fighting, running away, jumping for a piece of food, etc. you simply compare the numbers you rolled. The higher number is the victor. In a fight the victor wounds the loser.

## CRYING & LAUGHING

At the end of every adventure roll your *Cry* die vs. your *Laugh* die. The player decides to raise the winning trait by one DV or lower the losing trait by one DV. Ties mean both *Laugh* and *Cry* go down and up one DV respectively.

At the end of an adventure, if *Cry* goes above DV 20 or *Laugh* below DV 4 the character goes missing the next night, never to be seen again.



## SPECIAL CRY AND LAUGH RULES

1. Cry is increased for all players by one DV when a fellow player dies or goes missing.

2. For each day a wounded character survives without healing at least one wound their Cry goes up one DV.

3. Characters captured by the enemy increase their Cry by one DV every week.

4. Laugh goes down one DV after every fight for all players involved, regardless of whether the players are victorious or not. Conflict between fellow child slaves always risks loss of Laugh by those involved.

A character may use their Play trait to decrease another player's Cry or heal one of their wounds. Roll your Play vs. the target players Cry. If you tie or surpass their roll their Cry is reduced by one DV or a wound is healed. Failure means you can't try to heal or Play with the target character for another day. Be sure to narrate how you are attempting to Play with or heal this character.

Playing Together. When the children are at rest and aren't under threat they can Play Together. Each player adds something to a story about the games and fun their characters are having. Afterward the game master awards a number of DV shifts (in either direction) that the players may split amongst themselves.

## WOUNDS & DIEING

You receive a wound if you lose a *Fight* roll vs. an enemy intent on hurting you. Mark an X in the *Wound* box. For each wound you suffer a -1 modifier to all your *Fight* or *Play* die rolls. If your wounds equal your lowest DV in either *Cry* or *Laugh* you fall unconscious and will die within the hour unless you're successfully healed. If you are wounded again while unconscious, you die immediately.

If a character out-rolls an opponent in a contested *Fight* roll by more than the DV of their unmodified *Fight* die their opponent is killed outright.

For example: Margaret rolls a 12 on a d20 vs. the Glandelinian Slaver who rolls a 1 on a d10. She has defeated him by 11, his total DV is 10 (1d10). He is killed. The game master narrates how she disembowels him with her knife, spilling his intestines into a nearby stream wear ducks begin to gobble them up.

## WEATHER

The fictional weather in the game is always, without exception, exactly the same as the real-world weather outside the game. We suggest playing during storms.

## OTHER CHARACTERS



**Glandelinian Slaver:** Fight 1d10, Torture 1d8 (Roll vs. victim's *Play*. If successful *Cry* is increased by 1 DV, each victim may only be targeted once a day.)

**Abbiennian Soldier:** Fight 1d10, Comfort 1d6 (Roll vs. target's *Cry*. If successful, *Cry* is reduced by 1 DV. Can be used once per day affecting all children within hearing.)



**Vivian Girl:** Cry 1d12, Laugh 1d20, Leadership 1d12 (each turn during a fight the rolled value of this die can be split and added to the individual *Fight* rolls of accompanying children. It must be split up *before* these children roll their *Fight* die.)

**Blengigomenean:** Fight 2d20, Dazzle 1d12 (Roll vs. target's *Fight* or *Cry*. If successful the target is stupefied and can't do anything for 1d4 turns. Everyone within sight of the Blengin must roll.)





Name: \_\_\_\_\_

Belongings

Mod.

Portrait

_____	_____
_____	_____
_____	_____

DV:

4

6

8

10

12

20

Laugh:

Cry:


Wounds

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